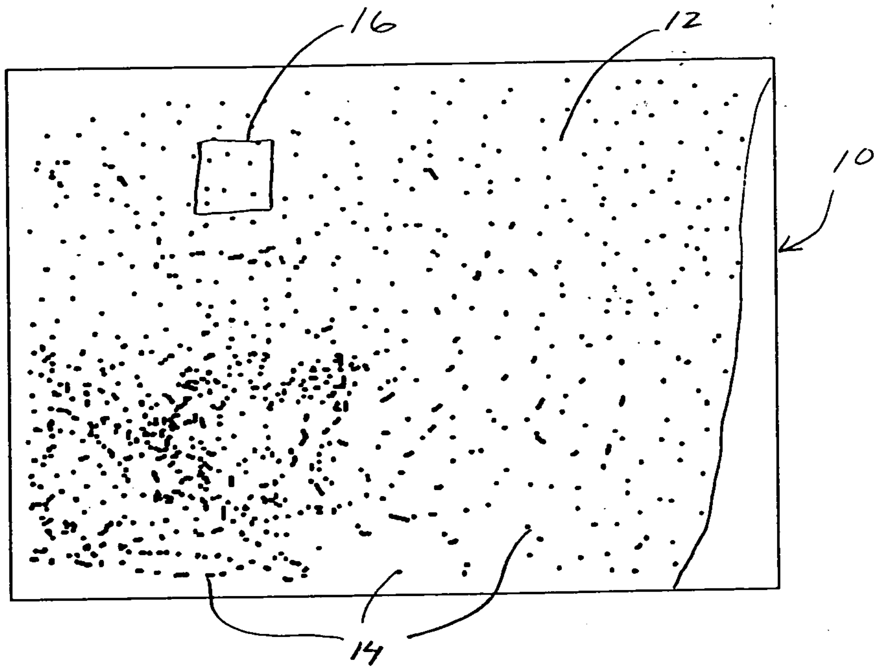


Fig. 1

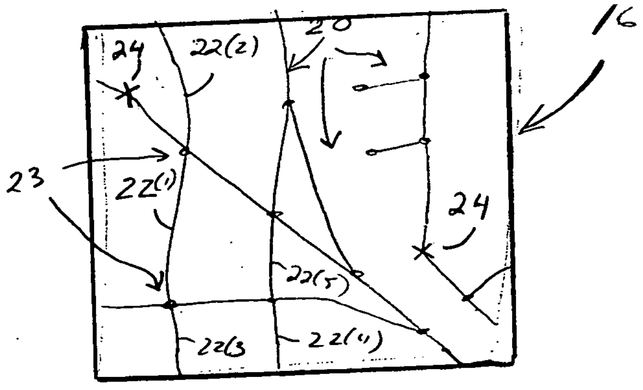


Fig. 2

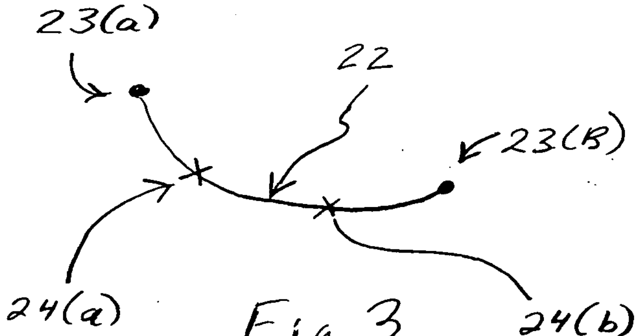


Fig 3

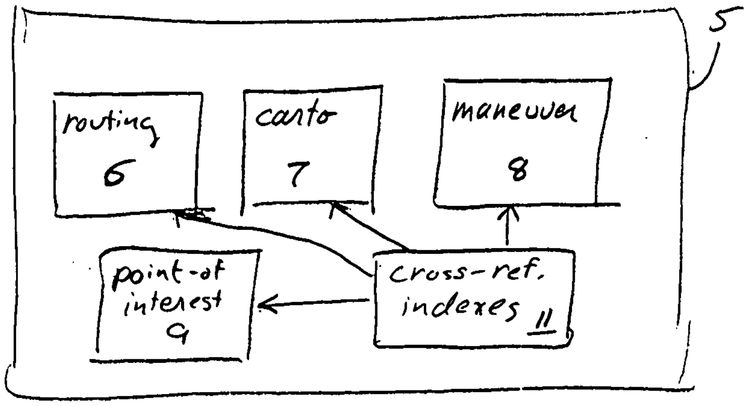

5
routing
6
canto
7
maneuver
8
point-of interest
9
cross-ref. indexes
11

Fig. 4

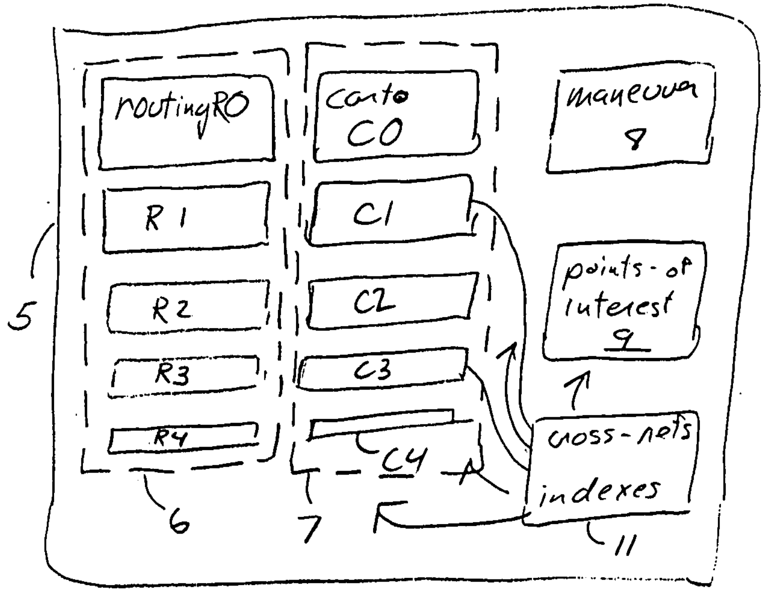
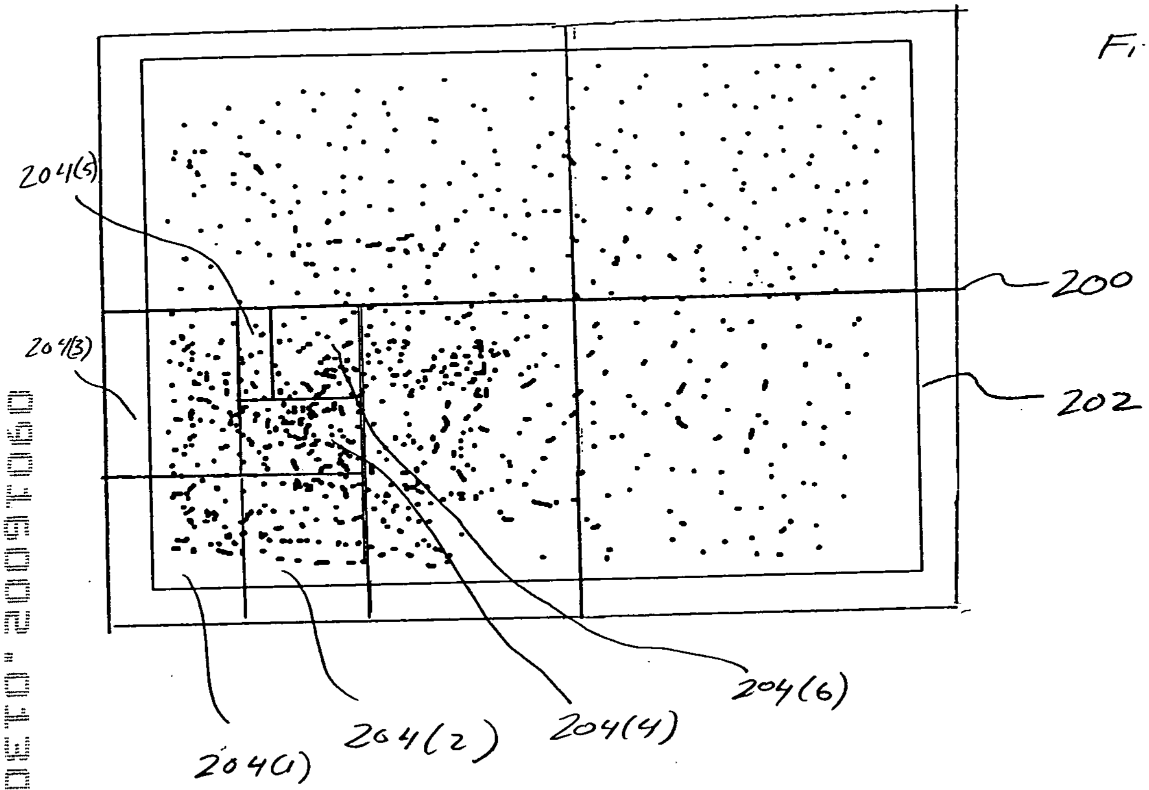

5
routingR0
R1
R2
R3
R4
6
canto
C0
C1
C2
C3
C4
7
maneuver
8
points-of interest
9
cross-refs indexes
11

Fig. 5

Fig. 6



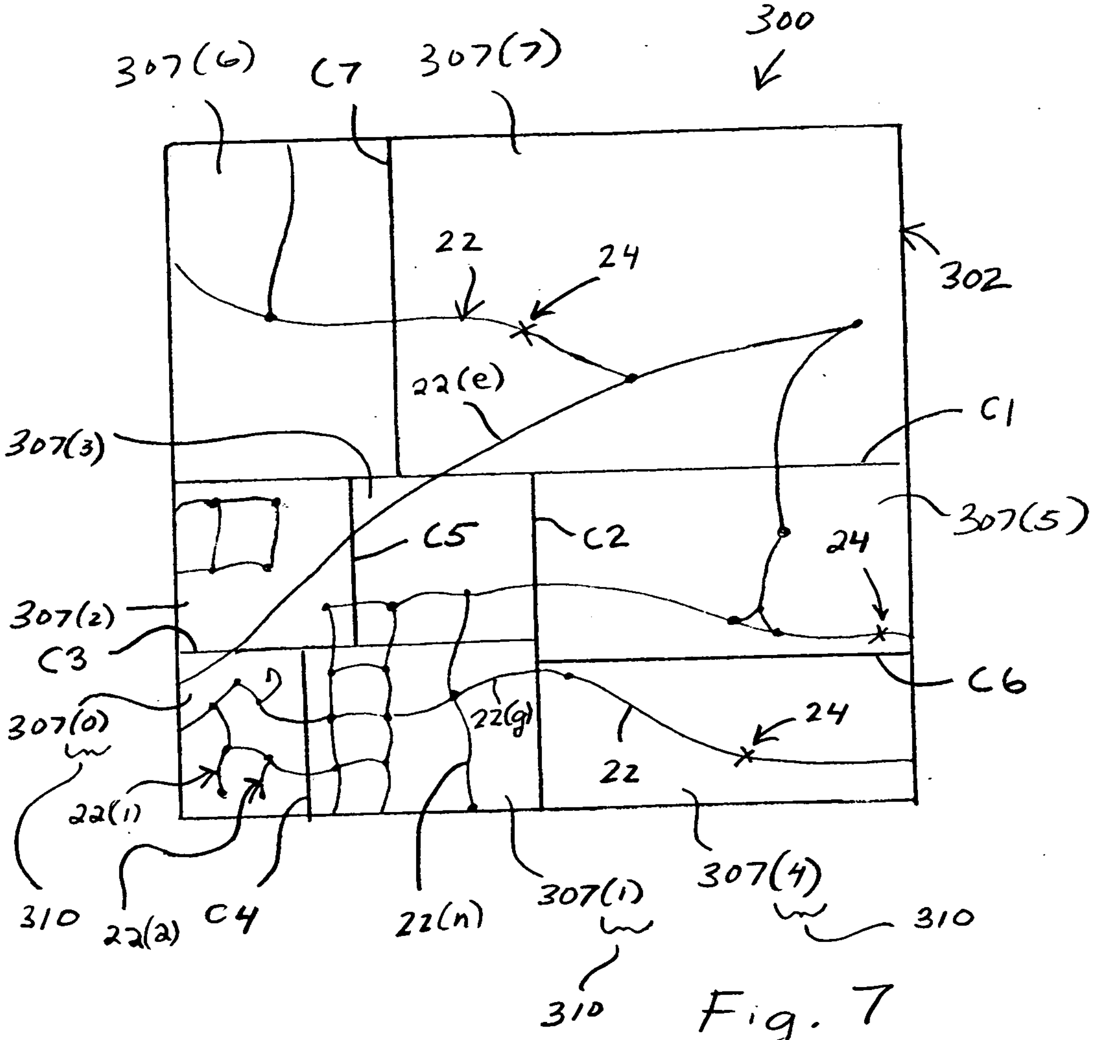

300
307(6)
C7
307(7)
22
24
302
22(e)
C1
307(3)
C5
C2
307(5)
24
307(2)
C3
C6
24
307(0)
22(g)
22
22(1)
310
22(2)
C4
22(n)
307(1)
307(4)
310
310

Fig. 7

717-89

5/10

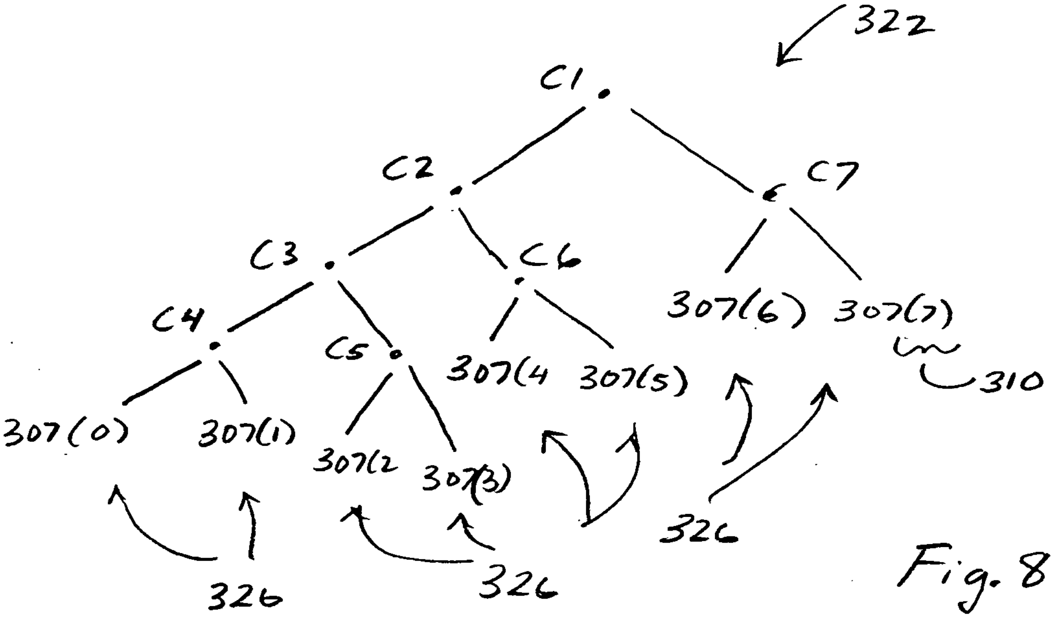


Fig. 8

7117-89

6/10

Internal KD-Tree Entry

Byte 0								Byte 1							
00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
Control Bits								Left Offset or Index				Right Offset or Index			

322

Control Bit Definitions:

Bit 0: 0 = Vertical Cut; 1 = Horizontal Cut

Bit 1: 0 = Left is Offset; 1 = Left is Index

Bit 2: 0 = Right is Offset; 1 = Right is Index

Bits 3-7: Location of Cut

Offset/Index Bit Definitions:

Bits 8-11: Left Offset or Index

Bits 12-15: Right Offset or Index

An *Offset* is the distance from the beginning of the current entry, in 2-byte units, to the beginning of its left or right child entry.

An *Index* is in the range 0-7, and is the index assigned to the rectangle represented by the left or right child of the current entry.

Fig. 9

7117-89

320

	SUB-RECTANGLE INDEX							
SEGS	(0)	(1)	(2)	(3)	(4)	(5)	(6)	(7)
seg(1)	1	0	0	0	0	0	0	0
seg(2)	1	0	0	0	0	0	0	0

----								
seg(e)	1	0	1	1	0	0	0	1
seg(g)	0	1	0	0	1	0	0	0
----								
seg(n)	0	1	0	0	0	0	0	0

Fig. 10

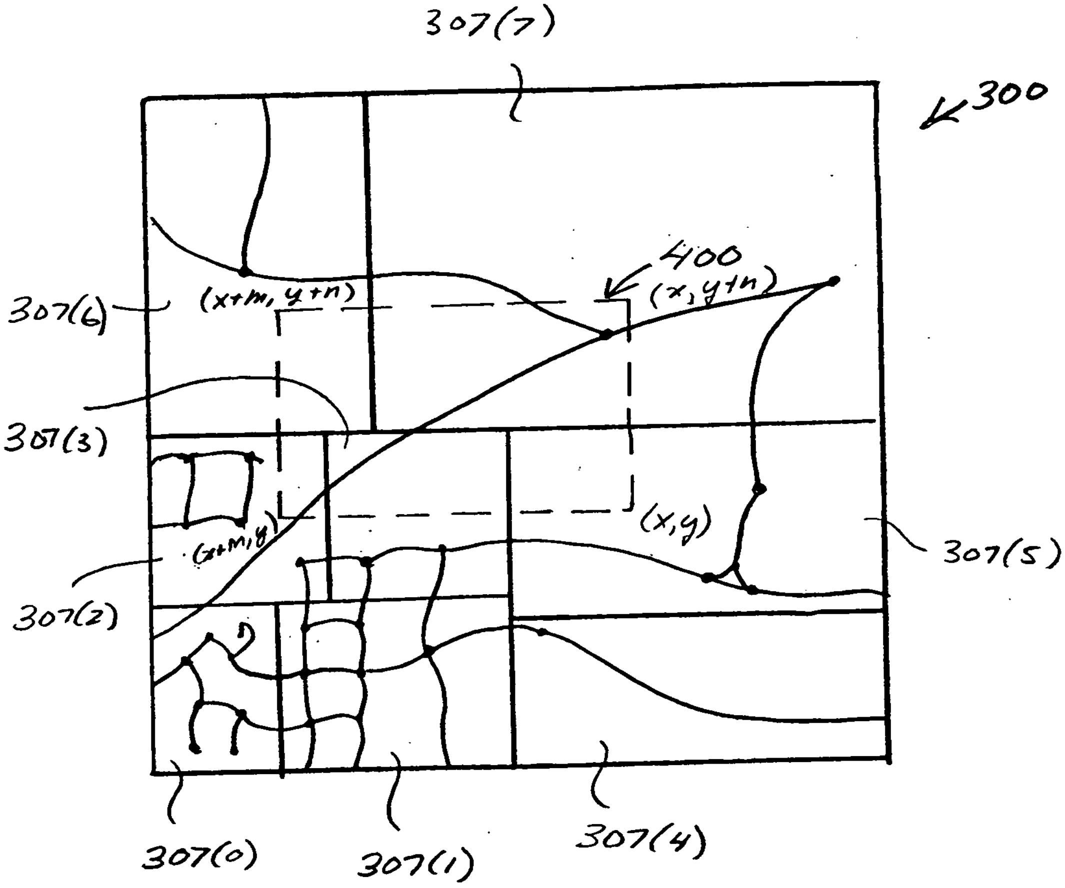
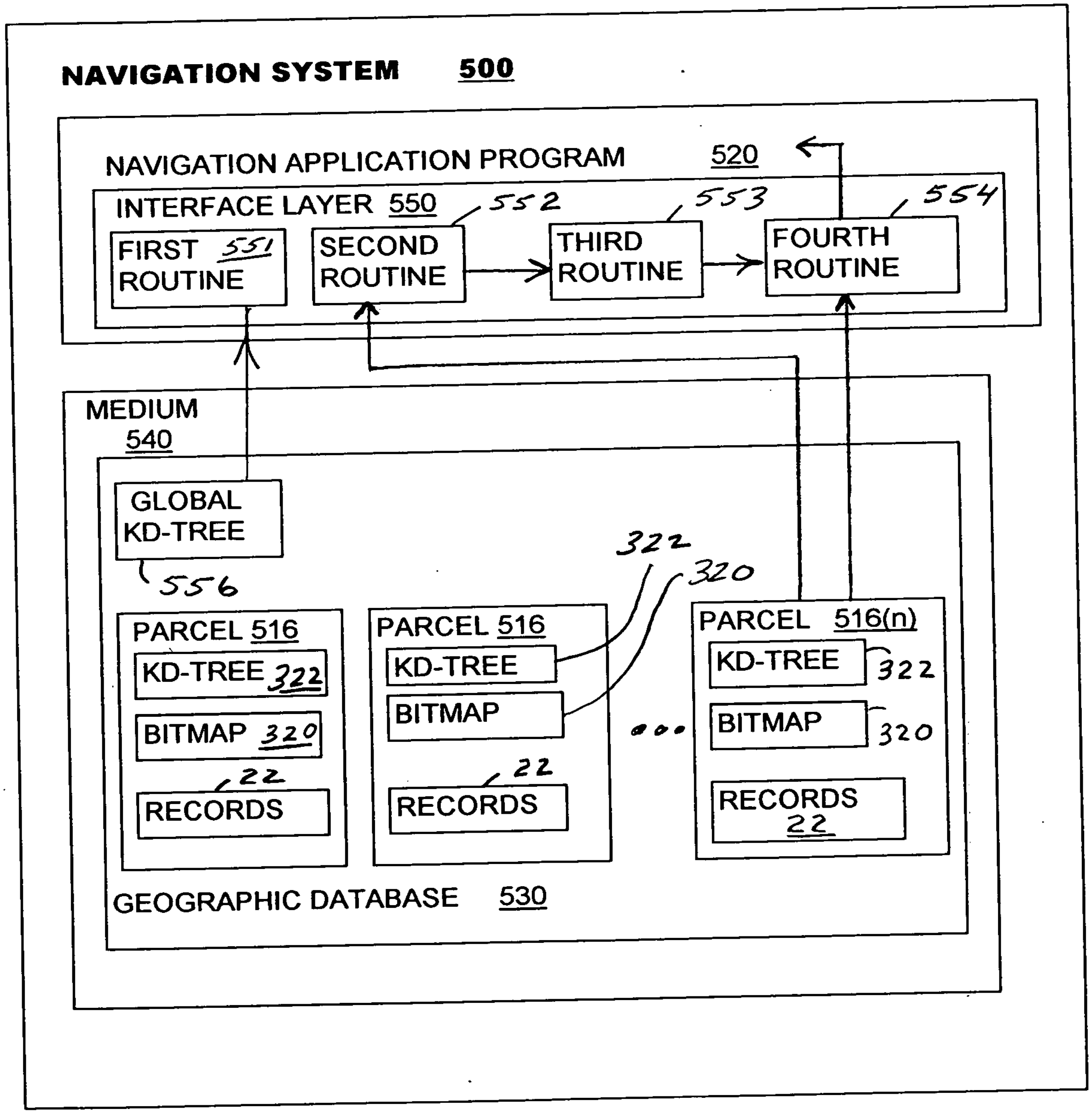

307(7)
300
400
(x+m, y+n)
(x, y+n)
307(6)
307(3)
(x+m, y)
(x, y)
307(5)
307(2)
307(0)
307(1)
307(4)

Fig. 11

7117-89 9/10

FIG. 12



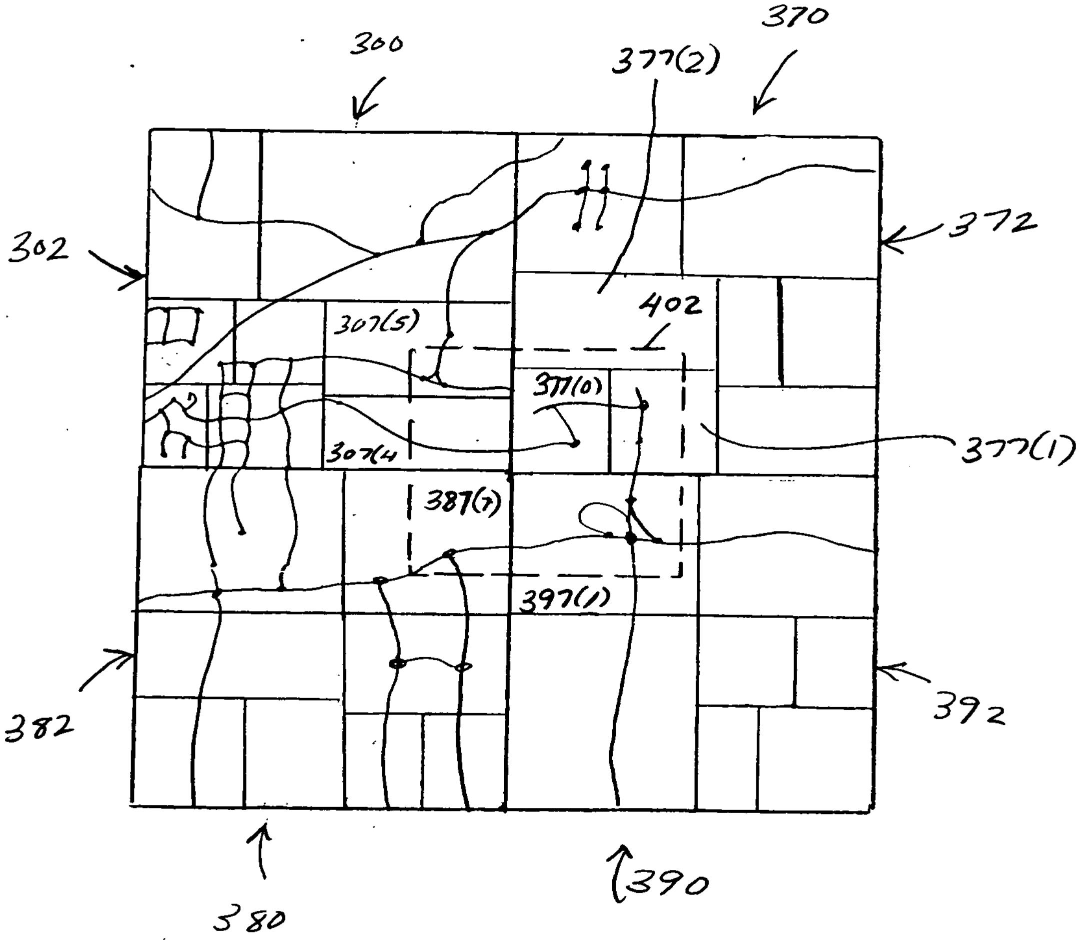

300
370
377(2)
302
372
402
307(5)
377(0)
307(4
377(1)
387(7)
397(1)
382
392
380
390

Fig. 13